

ELEMENTAL SPELLS

INTERNET ARCHIVE

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ELEMENTAL SPELLS

INTERNET ARCHIVE

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This is a work by a fan for fans.

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Archival Note

INTRODUCTION

One evening in a fit of insanity brought on by the flu, cold medication, and insomnia I had a brilliant idea. "I should check out all of my old Earthdawn links and see if they still work, and maybe if there are new links I'll add them to my list" I suppose that alone would have been a reasonable idea. But somewhere about 3 am and a bottle of Nyquil later I thought, very clearly I might add, "Wow I should make cards for all the spells that I come across." What you have on your screen is the results of that fevered thought.

The [Earthdawn Spell Cards](#) by Maskhim can be found on the [Earthdawn Blog](#). They are "fill them yourself" little forms to keep track of spells, a really nifty idea. I used them to standardize the myriad of spells I came across. Ok not them specifically but I based the resulting cards on them. I had to try to keep the file size down.

This book is for only one magician branch. That is because it made sense to me and it allowed for a fairly reasonable file size. Every spell in this collection is available for free on line as of the date of this release. If you so desired, you too could spend the hours combing the web and transcribing the spells in your own file. Or you can use this one. There are advantages to both.


Every spell has a link to the site it originates from located at the bottom of the card. Go to the sites of the spells you like. Tell the creators that you like the spells. Players that share what they produce inspire other players and they like to hear if they have had an impact. Hopefully, next year there will be more new spells and a reason to produce a new internet archive.

If you have a spell and want to include it in the next archive, or you know of a spell on line that did not make it in to this one, feel free to let me know about it.

I am not much of a translator so there are no spells from the non-English speaking community in this archive. Perhaps I can rectify that at a later date.

All the spells are in Order of Circle and then alphabetically within the circle for easy browsing. Enjoy this resource.

EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **0**
ELEMENTAL AFFINITY

SPELL NAME **Knockdown**

WEAVING **4**

THREADS **2**

WOVEN

CASTING **Target's Spell Defense**

DURATION **1 Round (Following Round)**

RANGE **60 Yards**

REATTUNING **8**

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

See Below

SPELL DESCRIPTION


This spell is specifically designed only to paralyze an opponent for a short time, not to damage or otherwise endanger the opponent. It only works on 1 target at a time and lasts only for 1 round after the spell is cast.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=195>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Elemental**
SPELL CIRCLE **1**
ELEMENTAL AFFINITY

SPELL NAME **Analyze Drink**

WEAVING **5**

THREADS **1**

WOVEN

CASTING **7**

DURATION **1 Round**

RANGE **Touch**

REATTUNING **11**

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

See below

SPELL DESCRIPTION


Analyze Drink requires the elemental to sip a drink of any sort. A Spellcasting Test is made against the drink with a Casting Difficulty of usually 7. This Difficulty number may be higher depending on how foreign the substance and/or ingredients are. If the Spellcasting Test is successful it will analyze all the components of the drink and make them known to the caster. The various liquids which make up the substance are revealed specifically, as well as the proportions in which they are extant. Specific brews, vintages, or brands (if applicable) are known exactly, and any dilution of the drink with water is also revealed. Since the casting requires actually tasting the drink, it is not really useful in safely identifying poisons (although the caster will instantly know what kind of poison that just hit him!).

<http://www.reocities.com/TimesSquare/Ring/5472/magic/flamelck.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **1**
ELEMENTAL AFFINITY

SPELL NAME **Bramble Wall**

WEAVING **8**

THREADS **1**

WOVEN

CASTING **2**

DURATION **Rank Hours**

RANGE **40 Yards**

REATTUNING **15**

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

Willforce + 3

SPELL DESCRIPTION


An Elementalist can create a one foot thick bramble wall with this spell. The length and height are determined by the caster, but cannot exceed the effect test result. For example, if the effect test result is 15, the mage could form a bramble wall 5 yards tall and 10 yards wide. The wall has a death rating of 25 and an armor value of 6.

http://webspaace.webring.com/people/oc/c_j_howell/

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EARTHDOWN SPELLCARDS



DISCIPLINE **Elemental**
SPELL CIRCLE **1**
ELEMENTAL AFFINITY

SPELL NAME **Create Mild Breeze**

WEAVING **NA**

THREADS **0**

WOVEN

CASTING **2**

DURATION **Rank +4 Rounds**

RANGE **10 Yards**

REATTUNING **7**

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

Conjures Breeze

SPELL DESCRIPTION


The elemental makes a puffing gesture as if blowing out a candle to create the air currents that empower the Mild Breeze. This breeze has sufficient force to blow out candles, ruffle papers, or remove noisome stench. The breeze can be controlled with a successful Willpower (7) Test. If the test fails the breeze continues to blow in its current direction.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/Tranwind.html#cmb>

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EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME
Dome of Air



WEAVING
5

CASTING
3

THREADS
3

REATTUNING
12

DURATION
Rank Hours

RANGE
Touch

EFFECT
-1 step to attack and damage tests vs. ranged attacks

FEAR EFFECT
☐

ILLUSION
☐

SENSING
☐

DISBELIEF
☐

SPELL DESCRIPTION


The Elementalist shields the end of his foot with his hand in an dome shape and sprinkles some water from above, watching it run off his hand. A dome composed of a thicker layer of air forms in a sphere. The Elementalist shields the end of his foot with his hand in an dome shape and sprinkles some water from above, watching it run off his hand. A dome composed of a thicker layer of air forms in a sphere around the caster with a 10 yard radius. The dome shimmers slightly, is the thickness of the Elementalist's thumb, is fixed in place at the time of casting, and mutes sound slightly. The dome will protect the enclosed area from heavy rain or snow, but not from a large rush of liquid that a waterfall or large cauldron of oil poured from above might produce. The dome is permeable to air and gives a slight resistance to physical objects passing through. The shimmering gives ranged attacks passing through the dome a one step penalty, and the resistance of passing through gives -1 step for damage tests for missile or ranged attacks through the dome. Any perception test attempted through the dome also suffers a -1 step penalty due to the shimmering and muffled sound.

Duration is rank hours. A forth thread may be woven to increase the duration of the spell to 12 hours. Domes can be overlapped to create larger shielded areas for caravans or large parties.

<http://uzrivomasters.tripod.com/spells.html>

PAGE REFERENCE :

EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME
Five Rings of Fire



WEAVING
7

CASTING
Target's Spell Defense

THREADS
1

REATTUNING
14

DURATION
1 Round

RANGE
10 Yards

EFFECT
See Below

FEAR EFFECT
☐

ILLUSION
☐

SENSING
☐

DISBELIEF
☐

SPELL DESCRIPTION


While the Thread of this spell are being woven, the Elementalist removes five wooden rings. The Elementalist then creates a small flame on the palm of his hand which encircles the rings. To complete the spell, the Elementalist chooses at which targets he will throw the rings, up to a maximum of five targets. Each target suffers step 3 damage per ring, up to a total of step 15 damage if all rings are thrown at a single target.

Five Rings of Fire may seem too powerful for a first-level spell, but many things modify its power. First, five wooden rings must be present for the spell, whose supply can easily be depleted. Second, the damage of this spell will never exceed step 15 due to willforce. Some of the other uses of this spell are as entertainment for an audience, a possible distraction, or a quick way to set fire to the camp of the enemy.

<http://reocities.com/timesquare/dungeon/3317/spells.html#fiverings>

PAGE REFERENCE :

EARTHDAWN SPELLCARDS




DISCIPLINE **Elemental**

SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME
Flame Lick



WEAVING
NA

CASTING
Target's Spell Defense

THREADS
0

REATTUNING
22

DURATION
1 Round

RANGE
5 Yards

EFFECT
Willforce +2

FEAR EFFECT
☐

ILLUSION
☐

SENSING
☐

DISBELIEF
☐


SPELL DESCRIPTION

This elemental creates a magical whip of fire while whipping her arm in the air. If the Spellcasting Test is successful a tongue of flame leaps from the caster's palm to strike her target. The Flame Lick has a Damage step equal to the Effect step of the spell. The tongue of flame may ignite any flammable material that it strikes such as cloth or hair, doing normal fire damage (p. 207, ED).

<http://www.reocities.com/TimesSquare/Ring/5472/magic/flamelck.html>

PAGE REFERENCE :

EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME
Long-Life Candle



WEAVING
NA

CASTING
2+

THREADS
0

REATTUNING
7

DURATION
See Below

RANGE
Touch

EFFECT
See Below

FEAR EFFECT
☐

ILLUSION
☐

SENSING
☐

DISBELIEF
☐


SPELL DESCRIPTION


This spell was developed during the Scourge to enable Elementalist to see without wasting precious resources or purchasing expensive light quartzes. To cast the spell an Elementalist snuffs out a candle with his bear fingers (taking any damage as normal - torches can be affected with this spell too). He keeps his fingers around the end of the wick that has been snuffed out as he weaves the threads. If successful the candle will re-light itself when the Elementalist removes his fingers. The flame that is created will burn slowly, lasting five times longer than a normal candle (or torch) would. Additionally the Elementalist may put out the flame temporarily and re-light it with a word chosen at the time of casting.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/long-life-candle.htm>

PAGE REFERENCE :

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
DISCIPLINE Elemental
SPELL CIRCLE 2
ELEMENTAL AFFINITY 

SPELL NAME Air Float

WEAVING 4
REATTUNING 13

CASTING Target's Spell Defense
DURATION Rank in Minutes
RANGE Touch

 FEAR EFFECT
 ILLUSION

 SENSING
 DISBELIEF

EFFECT Willforce +3


SPELL DESCRIPTION


To cast the Air Float spell, the elemental takes the hand of another spell recipient and jumps into the air (or off a cliff). The elemental then makes a Spellcasting Test. If the test is successful the elemental and the target of the spell float in the air light as a feather. The elemental nor the target have no control over their floating direction, which is up to the whim of the winds. If there is no wind blowing the elemental descends at a rate of 2 yards per round. The spell can affect up to 50 times his Effect dice roll. The casting difficulty for multiple targets is equal to the highest spell defense with +1 for each additional target.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/Tranwind.html#af>

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

DISCIPLINE Elementalist
SPELL CIRCLE 2
ELEMENTAL AFFINITY 

SPELL NAME Bless of Thorns

WEAVING 10
REATTUNING 17

CASTING Target's Spell Defense
DURATION Rank Hours
RANGE 40 Yards

 FEAR EFFECT
 ILLUSION

 SENSING
 DISBELIEF

EFFECT Alters a plant to have thorns


SPELL DESCRIPTION


This spell is a defensive spell, blood elves use it to create shelters for themselves, by changing ordinary plants into plants with thorns. The thorns do not inflict more damage than any ordinary thorn, but no animal will try to trespass them, unless they are very desperate.

<http://www.reocities.com/TimesSquare/Fortress/3519/spelloft.htm>

PAGE REFERENCE :

EARTHDOWN SPELLCARDS







DISCIPLINE Elemental
SPELL CIRCLE 4
ELEMENTAL AFFINITY 

SPELL NAME Change Wind Direction

WEAVING 10
REATTUNING 18

CASTING See Below
DURATION Rank +3 Minutes
RANGE 120 Yards

 FEAR EFFECT
 ILLUSION

 SENSING
 DISBELIEF

EFFECT Controls wind


SPELL DESCRIPTION


With this spell, the elemental can direct the force of wind during a storm, natural or magical. Change Wind reduces the severity of the winds. The elemental must cast the spell Change Wind Direction spell with arms spread wide, opening herself up to the elements. She coaxes the wind to her will while weaving the threads. Against natural storms the spell requires a Spell Defense (6) Test or better; hurricanes may have a resistance of 9 or more. Magically or elementally created storms resist with the Spell Defense of the creator.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/Tranwind.html#cwd>

PAGE REFERENCE :

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

DISCIPLINE Elementalist
SPELL CIRCLE 2
ELEMENTAL AFFINITY 

SPELL NAME Element Sight

WEAVING NA
REATTUNING 8

CASTING 2
DURATION Rank Rounds
RANGE Self

 FEAR EFFECT
 ILLUSION

 SENSING
 DISBELIEF

EFFECT Willforce

SPELL DESCRIPTION

There are different versions of this spell for each element, though Air is very rarely learned and Earth is most often taught. When using this spell, the caster is able to see through up to Willforce yards of the element of the appropriate type clearly and easily. Wards of any type block vision. The Elementalist reaches up and touches her eyes while casting the spell.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=548>

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EARTHDAWN SPELLCARDS





DISCIPLINE **Elementalist**
SPELL NAME **Foxfire**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY


WEAVING **5**
THREADS **1**
WOVEN 

CASTING **Target's Spell Defense**
DURATION **Rank Days**
RANGE **Willforce Rank in Hours**

 FEAR EFFECT
 ILLUSION
SENSING DISBELIEF

EFFECT
Summons light

SPELL DESCRIPTION


The elementalist quickly rubs on the item to be cast on with his hand. The item is enveloped in a bright foxfire, a hazy mist of light that is as bright as a torch. This spell can be cast on people as well as objects, but has no effects other than making them glow with a foxfire aura. If the light is opposed by anything (darkness spell, etc.) the spellcasting test goes against the dispel difficulty of the spell to see if the effect overrides the other spell. The Elementalist can choose the color of the foxfire, although the darker the color the less light it gives off.

<http://uzrivoymasters.tripod.com/spells.html>
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EARTHDAWN SPELLCARDS





DISCIPLINE **Elementalist**
SPELL NAME **Freeze**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY


WEAVING **NA**
THREADS **0**
WOVEN 

CASTING **Target's Spell Defense**
DURATION **Rank Rounds**
RANGE **20 Yards**

 FEAR EFFECT
 ILLUSION
SENSING DISBELIEF

EFFECT
Willforce +3

SPELL DESCRIPTION


This spell requires the Elementalist to dip his fingers in a liquid and flick it off while casting. If successful, the spell freezes some of the liquid in the target's body, causing the Effect Step in damage each round for the duration of the spell.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/freeze.htm>
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EARTHDAWN SPELLCARDS





DISCIPLINE **Elementalist**
SPELL NAME **Frosty Keg**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY


WEAVING **7**
THREADS **2**
WOVEN 

CASTING **6**
DURATION **Rank Days**
RANGE **15 yards**

 FEAR EFFECT
 ILLUSION
SENSING DISBELIEF

EFFECT
Willforce

SPELL DESCRIPTION


Frosty Beverage is a popular spell when the weather turns hotter and drier than usual. Casting this spell enables the elementalist to cool willforce kegs of liquid to just above the freezing point of water. Always popular in inns and pubs and sure to make the patrons happy. This spell is centered on the container (keg, wineskin, etc) so liquid removed from the temporarily enchanted container starts to warm at the normal rate and liquid added starts to cool slowly taking a keg about 2 hours to cool to the lowest temperature.

<http://uzrivoymasters.tripod.com/spells.html>
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EARTHDAWN SPELLCARDS





DISCIPLINE **Elemental**
SPELL NAME **Nevermelting Ice**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY


WEAVING **5**
THREADS **2**
WOVEN 

CASTING **6**
DURATION **Rank +2 Days**
RANGE **Touch**

 FEAR EFFECT
 ILLUSION
SENSING DISBELIEF

EFFECT
See Below

SPELL DESCRIPTION

Nevermelting Ice is used to protect ice from melting. When cast upon an amount of ice (or frozen substance, including meat), the spell's magic will protect it from normal heat and temperature conditions. Magical or extreme natural sources of heat, fireballs or lava, for instance, will cause the enchantment to fail instantly. The elementalist makes a Spellcasting Test while touching the item in questions. If the test succeeds, up to one cubic yard of a frozen substance will be protected from the heat and spoilage.


This spell can be made permanent with blood magic. Two blood magic points will preserve the substance for a year and a day. This damage will heal like normal blood magic damage. Note that a magical fire source will still cause the failure of this spell except in the most unusual of cases.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/nevmelt.html>
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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **2**
ELEMENTAL AFFINITY


SPELL NAME **Radiant Death**

WEAVING **0**
REATTUNING **2**

CASTING **Target's Spell Defence**

DURATION **1 Round**

RANGE **50 Yards**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT

Willforce + 7


SPELL DESCRIPTION

The Radiant Death spell is an anti-undead and anti-undead Horror construct spell and only works on those types of beings. When casting the spell the caster holds his head back aghast scrunching his eyes and holding his hands up as if to block out a bright sunlight. The Spellcasting Test must beat the target's Spell Defense to be successful. There must be a source of light present to cast this spell, though that source can be as weak as a single candle. As the spell is cast, a brilliant light forms above the target and rays from the light slash at the target causing the damage. Physical Armor protects from this damage.

<http://www.angelfire.com/games2/Earthdawn/Spells.html>
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EARTHDOWN SPELLCARDS



DISCIPLINE **Elemental**
SPELL CIRCLE **2**
ELEMENTAL AFFINITY


SPELL NAME **Silence**

WEAVING **7**
REATTUNING **13**

CASTING **Target's Spell Defence**

DURATION **Rank +8 Minutes**

RANGE **Self**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT

See Below


SPELL DESCRIPTION

By magically controlling the air vibrations the elemental can muffle any sounds within a 15-foot radius. To cast the spell, the elemental puts his finger to his lips making a shushing noise suggesting silence. The Casting difficulty for the spell is the caster's own spell defense. If the Spellcasting Test succeeds, the elemental and anyone in the area add steps equal to the elemental's circle to any test made to be stealthy.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/silence.html>
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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **2**
ELEMENTAL AFFINITY


SPELL NAME **Speed Arrow**

WEAVING **NA**
REATTUNING **8**

CASTING **2+**

DURATION **Rank in Rounds**

RANGE **3 yards**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT

Willforce-3


SPELL DESCRIPTION

This spell enchants one arrow or bolt to be propelled not only by the bow or crossbow firing it, but also from a very small air elemental. If fired within rank rounds add the effect step to the damage step when calculating damage and increase maximum Range by half. Furthermore the arrow is now considered magical and may inflict more than 3 times the damage step in damage points if this optional rule is used.

http://earthdawn.dragonpaw.org/nexus/element_spells.html#Speed
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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **2**
ELEMENTAL AFFINITY


SPELL NAME **Thorns of Pain**

WEAVING **10**
REATTUNING **17**

CASTING **Target's Spell Defense**

DURATION **1 Round**

RANGE **40 Yards**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT

Willforce +5


SPELL DESCRIPTION

The spell can only be cast on a wounded target. If the spellcasting test is successful, the target takes willforce+5 damage FOR EVERY WOUND HE HAS, but maximally (the casters rank in spellcasting) wounds are affected. Mystic armor protects against this damage.


<http://www.reocities.com/TimesSquare/Fortress/3519/spelloft.htm>
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EARTHDAWN SPELLCARDS



DISCIPLINE Elemental
SPELL NAME Unfreezeable Liquid

SPELL CIRCLE 2
ELEMENTAL AFFINITY 

WEAVING 5
THREADS 2
WOVEN 10

CASTING 6
DURATION Rank +2 Days
RANGE Touch

FEAR EFFECT ☐
ILLUSION ☐
SENSING ☐ DISBELIEF ☐

EFFECT

See Below


SPELL DESCRIPTION

Unfreezeable Liquid causes an amount of liquid to be impossible to freeze for the duration above. Magical sources of cold not arctic freeze, however will cause the protection to fail. This spell can be made permanent with blood magic. Two blood magic points will preserve the substance for a year and a day. This damage will heal like normal blood magic damage. Magical cold sources will break through this protection unless unusual circumstances are in effect.


<http://www.reocities.com/TimesSquare/Ring/5472/magic/nevrmelt.html>
PAGE REFERENCE :

EARTHDAWN SPELLCARDS

EARTHDAWN SPELLCARDS



DISCIPLINE Elementalist
SPELL NAME Walls Fall Down

SPELL CIRCLE 2
ELEMENTAL AFFINITY 

WEAVING NA
THREADS 0
WOVEN 8

CASTING Target's Spell Defense
DURATION 1 Round
RANGE 20 Yards

FEAR EFFECT ☐
ILLUSION ☐
SENSING ☐ DISBELIEF ☐

EFFECT

Collapses walls


SPELL DESCRIPTION

Walls Fall Down allows an Elementalist to cause walls to collapse by making the earth within the walls crumble. While casting the spell the magician crushes a piece of dirt or clay. The Casting Difficulty is equal to the wall's Spell Defense, usually 2. If successful a ten foot section of wall will collapse. This spell can only be cast on walls.


<http://historiophilosophy.freehostia.com/earthdawn/grimoire/walls-fall-down.htm>
PAGE REFERENCE :

EARTHDAWN SPELLCARDS

EARTHDAWN SPELLCARDS



DISCIPLINE Elementalist
SPELL NAME Bramble Weeds

SPELL CIRCLE 3
ELEMENTAL AFFINITY 

WEAVING NA
THREADS 0
WOVEN 8

CASTING 2
DURATION Rank Minutes
RANGE Touch

FEAR EFFECT ☐
ILLUSION ☐
SENSING ☐ DISBELIEF ☐

EFFECT

Willforce + 3


SPELL DESCRIPTION

Bramble weeds can spread across the ground in any shape, provided the area (l x w) does exceed 1000 yards. Bramble Weeds must be cast on earth. Once cast they root in the ground, growing to a height of 3 feet. Safe navigation for anyone (including the caster) through the bramble requires a person to move at 1/3 (round up) combat movement. Movement at a pace faster than the safe pace will result in a person suffering step 8 damage (no armor applies, unless person has full armor; helmet to boots) from rips and cuts. Riding animals will not navigate through Bramble Weeds.


http://webpace.webring.com/people/oc/c.j_howell/
PAGE REFERENCE :

EARTHDAWN SPELLCARDS

EARTHDAWN SPELLCARDS



DISCIPLINE Elemental
SPELL NAME Fuse Sand

SPELL CIRCLE 3
ELEMENTAL AFFINITY 

WEAVING 9
THREADS 4
WOVEN 11

CASTING 6
DURATION Rank Minutes
RANGE 50 Yards

FEAR EFFECT ☐
ILLUSION ☐
SENSING ☐ DISBELIEF ☐

EFFECT

Willforce +2


SPELL DESCRIPTION


Fuse Sand is used to fuse amounts of sand into a rocklike mass. The resulting stone can be in any shape clearly visualized by the elementalist; if very detailed work is desired, then a craftsmanship or artistic skill roll should be made at -2 steps. The sand will rise up to form the shape and then immediately fuse, especially if spread thinly or conveniently within range. The resulting stone is similar in texture to sandstone, but is more resistant to erosion and damage than sandstone, which is relatively soft. It is inherently magical after its creation and is unaffected by dispel magic or other anti-magic effects. It can be destroyed in any manner that destroys normal stone. An elemental attempting to trap creatures' feet or legs in newly formed stone must make a Spellcasting Test against the target with the highest Spell Defense, plus one for each additional creature to be trapped. The elementalist then rolls the Effect dice for the fused sand. The result becomes the target number for each creature to break free of the sand with a Strength Test. If the Spellcasting Test fails then the target has either leaped free or was not affected. Will not affect living beings composed of sand or rock.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/fusesand.html>
PAGE REFERENCE :

EARTHDAWN SPELLCARDS

EARTHDOWN SPELLCARDS



DISCIPLINE Elemental
SPELL CIRCLE 3
ELEMENTAL AFFINITY 

SPELL NAME Granulate

WEAVING 9

THREADS 4

WOVEN 11

CASTING 6
DURATION Instant
RANGE 50 Yards

FEAR EFFECT ☐
ILLUSION ☐
SENSING ☐
DISBELIEF ☐


EFFECT See Below


SPELL DESCRIPTION Granulate will cause either normal sanstone or sand fused by the spell Fuse Sand to instantly collapse into loose sand. Will not affect living beings composed of sand or rock.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/fusesand.html>
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EARTHDOWN SPELLCARDS



DISCIPLINE Elementalist
SPELL CIRCLE 3
ELEMENTAL AFFINITY 

SPELL NAME Guardian Wind

WEAVING 7

THREADS 1

WOVEN 15

CASTING Target's Spell Defense
DURATION Rank +3 Rounds
RANGE Touch

FEAR EFFECT ☐
ILLUSION ☐
SENSING ☐
DISBELIEF ☐


EFFECT Summons a protective wind spirit


SPELL DESCRIPTION After weaving the thread to this spell, the caster slowly turns around in a clockwise direction while moving his/her hands in a similar motion. Then the caster touches the intended target of the spell and makes a Spellcasting Test against the Target's Spell Defense. If the Spellcasting Test is successful, a small wind spirit is summoned and circles around the target protecting the target from harm. The target is visible within the Guardian Wind and he/she can easily see out. The Guardian Wind does not hinder the target's actions. The Guardian Wind protects the target from physical attacks. The Effect step of the Guardian Wind against Melee Attacks is Willforce + 2 and against Ranged Attacks is Willforce + 8. If the Spellcasting Test is successful, the Effect Step is used as if the target had Avoid Blow. If the Effect Result is equal to or higher than the outcome of the opponent's Attack Test, then the wind deflects the blow.

http://www.earthdawnhaven.com/?page_id=42
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EARTHDOWN SPELLCARDS



DISCIPLINE Elementalist
SPELL CIRCLE 3
ELEMENTAL AFFINITY 

SPELL NAME Hand of Air

WEAVING 8

THREADS 2

WOVEN 14

CASTING 6
DURATION Rank Rounds
RANGE 20 Yards

FEAR EFFECT ☐
ILLUSION ☐
SENSING ☐
DISBELIEF ☐


EFFECT Creates a Hand of Air


SPELL DESCRIPTION Casting this spell a shimmering hand of air materializes. The caster must see the hand and fully concentrate on the hand of air taking no damage or other actions while maintaining this spell. The caster must mimic the actions of the hand with his hand. The hand of air is fixed in place at the time of its casting and only has a range of motion equal to the caster's hand. It can only move as the caster's hand moves, so in order for the hand of air to move forward past arm's reach the caster must move walk forward. The hand of air has a strength step equal to the casters willpower rank - 2. The caster can perform actions (using only one skill or talent) with the hand just like it was his normal hand, albeit one not attached to his body. He can grab a sword and attack, open doors, move things, etc. Roll Willforce for the death rating of the hand if necessary. It has the caster's Physical Defense with a Spell defense of 4 and no armor.

<http://uzrivomasters.tripod.com/spells.html>
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EARTHDOWN SPELLCARDS



DISCIPLINE Elementalist
SPELL CIRCLE 3
ELEMENTAL AFFINITY 

SPELL NAME Lamplighter

WEAVING NA

THREADS 0

WOVEN 8

CASTING Target's Spell Defense
DURATION See Below
RANGE 5 Yards

FEAR EFFECT ☐
ILLUSION ☐
SENSING ☐
DISBELIEF ☐


EFFECT Ignites flammable objects

SPELL DESCRIPTION The elementalists snaps his fingers loudly concentrating on the friction initially generated. Up to willforce easily flammable objects (torches and candles) targeted can be ignited and then burn normally. Flammable objects that might have difficulty burning such as damp wood would require all the heat energy directed at them and then the Willforce role is directed against the difficulty number generated by the game-master. This spell cannot be used on animate objects or anything in contact with them that they don't want set aflame. If igniting something (ex. torch) held by a person he must want the item to light (lowering the spell defense for himself and the item), otherwise the spell fails.

<http://uzrivomasters.tripod.com/spells.html>
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EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

SPELL NAME
Rain Breaker



WEAVING
10
REATTUNING **16**

CASTING **Target's Spell Defence**

THREADS
3
WOVEN

DURATION **Rank Hours**

FEAR EFFECT

RANGE **Touch**

ILLUSION

DISBELIEF

Immunity to Natural Precipitation

SPELL DESCRIPTION

The Elementalist dribbles water over the skin(hand, head, foot,whatever) of the target, while weaving the threads for this spell. When this spell is complete it prevents normal rain, snow, hail from landing on the target and up to his carrying capacity in equipment as long as it remains on his body. The substance simply drips onto a slick surface and drops off. This spell does not prevent unnatural or harmful precipitation. A storm summoned by a Magician would be covered, but a rain of fire or acid would not be. This spell also helps keep characters who fall into large bodies of water dry off quickly. Two rounds after removing themselves the water will puddle around their feet.

Design Notes: I was actually surprised by the amount of abuse this spell was put to. The original intent was to aid characters in their travels. I also added the puddling effect to help all my poor players who fall in rivers(a Surprisingly common occurrence). As soon as it was created though the players instantly wanted it to help in all sorts of situations that it was not intended for(Fire Rain, Death Rain, Avalanches). I didn't really want to spend an incredible amount of time on defining this spell, so I leave it pretty much up to my discretion.

<http://www.angelfire.com/sk/bootsandstuff/ethree.html>


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EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

SPELL NAME
Snag



WEAVING
8
REATTUNING **15**

CASTING **Target's Spell Defence**

THREADS
2
WOVEN

DURATION **Rank Minutes**

FEAR EFFECT

RANGE **60 Yards**

ILLUSION

DISBELIEF

Willforce + 2

SPELL DESCRIPTION

An Elementalist targets a plant with this spell. If successful he can issue simple commands to the plant (snag, trip, squeeze, etc), pointing at the target, and it will perform the task. The plant's initiative and attack step equal the elementalist's effect dice result. A target can break free of the plant's grasp by making a successful strength test at a target number equal to the plant's attack result.

http://webspace.webring.com/people/oc/c_j_howell/


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EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

SPELL NAME
Sub-Zero



WEAVING
7
REATTUNING **14**

CASTING **Target's Spell Defence**

THREADS
1
WOVEN

DURATION **3+ Rank Rounds**

FEAR EFFECT

RANGE **10 Yards**

ILLUSION

DISBELIEF

Cumulative -1 to steps every round

SPELL DESCRIPTION

The elementalists blows incredibly wet and incredibly cold air at the target. The target begins to shiver uncontrollably and his mind begins to numb slightly, intensifying as the spell continues. The target receives a -1 to all steps per round cumulative, subtracting at maximum the caster's rank in steps. If any attribute step falls to zero, the target goes into a state of shock and is paralyzed for the rest of the duration of spell. During this spell, the target feels as if he has gone skinny dipping in the North Pole.

This spell can be reduced in severity by spells which resist against cold such as Resist Cold (will cancel 3 of the negative steps) and by spells or actions which inflame at least 50% of the target's body such as Inflamm Self or jumping into a campfire, both of which would cancel the spell. The target also suffers step 4 cold damage each round, protected by mystic armor.

<http://reocities.com/timessquare/dungeon/3317/spells.html#subzero>


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EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

SPELL NAME
Wind Shield



WEAVING
8
REATTUNING **17**

CASTING **SD**

THREADS
2
WOVEN

DURATION **3+Rank in Rounds**

FEAR EFFECT

RANGE **Touch**

ILLUSION

DISBELIEF

Willforce-3

SPELL DESCRIPTION

This spell creates a small whirlwind around the recipient of the Spell. Under normal circumstances the shield does not hinder close combat in any way, but missile or throwing weapons suffer a penalty equal to the spells effect to both damage and accuracy. Normal circumstances mean that the character protected by the whirlwind is standing on hard ground, if the character is standing on sand, in water or knee-deep in the snow the GM can give him additional penalties and/or boni regarding vision and protection at his own discretion.

http://earthdawn.dragonpaw.org/nexus/element_spells.html#Wshield


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EARTHDAWN SPELLCARDS



DISCIPLINE Elementalist

SPELL CIRCLE 3

ELEMENTAL AFFINITY

SPELL NAME Wood Raft

7

WEAVING

1

THREADS

15

REATTUNING

4


CASTING

Rank +10 Minutes


DURATION

1Yard

RANGE



FEAR EFFECT



ILLUSION

1

WOVEN

3

THREADS

15

REATTUNING

4


CASTING

Rank +10 Minutes


DURATION

1Yard

RANGE



FEAR EFFECT



ILLUSION

Creates a Wooden Raft

SPELL DESCRIPTION


This spell was created to allow Elementalists and their companions to travel across rivers and other such obstacles without having to find a way around, or stopping their quests to search for ferries (not to mention having to pay for them). To use this spell the Elementalist must have a piece of wood which he tosses into the water the party is attempting to traverse while weaving the spell's threads. If successful a raft 10 feet square grows out of the piece of wood. The raft can move at a rate equal to the Elementalist's Willforce talent (or Willpower Attribute) per combat round. It will sink if it takes 10 points of damage. The raft can carry only a certain amount of weight. To determine this amount consult the Attribute Table on page 52 of the Earthdawn rule book, and compare it to the Elementalist's Willpower Attribute Value. Treat the magician's Willpower Value as his Strength for determining the raft's Carrying Capacity. That is, a Willpower Attribute value of 10 would allow the raft to hold up to 70 pounds before capsizing. The Elementalist may take strain to temporarily increase his or her Willpower Value for the duration of this spell. For each point of Strain the Willpower Value of the character is increased by +2 for the remainder of the spell.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/freeze.htm>

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EARTHDAWN SPELLCARDS



DISCIPLINE Elementalist

SPELL CIRCLE 4

ELEMENTAL AFFINITY

SPELL NAME Divine Water

11

WEAVING

3

THREADS

15

REATTUNING

See Below


CASTING

10 Minutes


DURATION

1 Mile

RANGE



FEAR EFFECT



ILLUSION

3

WOVEN

11

THREADS

15

REATTUNING

See Below


CASTING

10 Minutes


DURATION

1 Mile

RANGE



FEAR EFFECT



ILLUSION

Finds Nearest Water Source

SPELL DESCRIPTION


Using this spell, the Elementalist can determine the direction of the nearest source of water within a 1-mile radius. The spell detects only pure water like streams, ponds, barrels of water etc, but not any bonded form like the water in living things, or other liquids like wine. The base Casting Difficulty is 8, plus 1 for every 100 yards of distance between the source and the caster. If the source is hidden or protected by some sort of spell, then the base Casting Difficulty is equal to the Sensing Difficulty set by that spell. The Elementalist can exclude known sources from the search. There are four additional versions of this spell, which detect Fire, Earth, Air, and Wood, but those are considerably less common because of their smaller usability.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=20>

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EARTHDAWN SPELLCARDS



DISCIPLINE Elementalist

SPELL CIRCLE 4

ELEMENTAL AFFINITY

SPELL NAME Draw Water

5

WEAVING

3

THREADS

11

REATTUNING

See Below


CASTING

Permanent


DURATION

Touch

RANGE



FEAR EFFECT



ILLUSION

3

WOVEN

5

THREADS

11

REATTUNING

See Below


CASTING

Permanent


DURATION

Touch

RANGE



FEAR EFFECT



ILLUSION

Willforce

SPELL DESCRIPTION


The Draw Water spell allows water to be retrieved from the surrounding air. The difficulty for casting this spell depends on the humidity of the atmosphere. The deck of a ship, for instance would be very humid. Whereas a desert would have very little humidity. The target number on the deck of a ship would be 2, in a jungle the target would be 4. The target number in a city, or grass plains would be 6. In a rocky, or mountainous region would be 8, and in a desert the target would be 10

<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

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EARTHDAWN SPELLCARDS



DISCIPLINE Elementalist

SPELL CIRCLE 4

ELEMENTAL AFFINITY

SPELL NAME Freeze Liquid

5

WEAVING

2

THREADS

14

REATTUNING

2

CASTING

Rank Days


DURATION

Touch

RANGE



FEAR EFFECT



ILLUSION

2

WOVEN

5

THREADS

14

REATTUNING

2


CASTING

Rank Days


DURATION

Touch

RANGE



FEAR EFFECT



ILLUSION

Willforce rank in pints

SPELL DESCRIPTION

This spell allows liquid to be kept frozen for a number of days equal to the spellcaster's rank. The liquid will remain frozen until either; the duration expires, or the liquid is heated to its normal boiling point. This spell is usually cast on water, but other liquids may also be frozen. The casting difficulty may vary depending upon the liquids' spell defence.

<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE Elementalist

SPELL CIRCLE 4

ELEMENTAL AFFINITY

WEAVING 10

CASTING 6

REATTUNING 17

THREADS 2

DURATION 3+ Rank Rounds

RANGE 15 Yards

WOVEN 0

EFFECT Summons Elemental Spirit



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

SPELL DESCRIPTION


Great Slayer is a slightly more powerful version of the Circle 2 Elementalist spell Small Slayer. When casting this spell the Elementalist must have a handful of dirt, which he spits into to form a ball of mud. If cast successfully a minor Earth Elemental forms on the physical plane, taking the form of a large insect, spider, snake or whatever other form the caster wishes. No matter what the physical appearance of the creature is, it has Attack and Damage Steps of 12 and a Death Rating of 15. It is immune to Knockdown and Unconsciousness. The Physical Defense of the creature is 12, and the Social and Spell Defenses of the creature are equal to the spellcaster's rating plus 2. The creature will attack the Elementalist's target as many times as it can while it is in existence, using a venom with a Damage step and Spell Defense of 12. The onset time is instantaneous. The venom remains in the victim's blood for 10 rounds. Every round decrease the Damage step of the venom by 2 Steps until it reaches Step 2 Damage, which lasts until the venom is no longer present in large enough quantities to damage the target.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/great-slayer.htm>

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EARTHDOWN SPELLCARDS



DISCIPLINE Elementalist

SPELL CIRCLE 4

ELEMENTAL AFFINITY

WEAVING 10

CASTING Target's Spell Defense

REATTUNING 18


THREADS 2

DURATION 3+ Rank Rounds

RANGE Touch

WOVEN 0

EFFECT Increases success needed for physical armor-defeating hits



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

SPELL DESCRIPTION


To cast this spell, the elementalist must take some water and some earth and create a clay-like substance. He then begins to seal any openings or weak spots of the target's armor with the substance. The success level needed to breach the armor is now one level higher. Thus, an attacker would need to obtain an extraordinary success to ignore the physical armor of a piece of armor that usually would take an excellent success to bypass. This spell only works on one piece of armor at a time. Therefore, someone with leather armor and a footman's shield could only benefit from this spell for either their footman's shield or their leather armor, but not both. This spell only applies to physical armor.

<http://reocities.com/timesquare/dungeon/3317/spells.html#impenetrablearmor>

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EARTHDOWN SPELLCARDS



DISCIPLINE Elementalist

SPELL CIRCLE 4

ELEMENTAL AFFINITY

WEAVING 5

CASTING 2 or Target's Spell Defense

REATTUNING 11


THREADS 2

DURATION Rank Minutes

RANGE 1000 Yards

WOVEN 0

EFFECT Give Direction to a particular plant



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

SPELL DESCRIPTION


The Plant Find spell reveals to the Elementalist the exact direction of a specific type of plant. The Elementalist must know what the plant looks like to find it with this spell. The Elementalist can walk for the duration of the spell in the exact direction of the plant. The spell does not give distance, the caster must use normal methods to spot the plant. If the plant is outside of the range of the spell, then the Elementalist will find nothing.

<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE Elementalist

SPELL CIRCLE 4

ELEMENTAL AFFINITY

WEAVING 9

CASTING Caster's Spell Defense

REATTUNING 16


THREADS 2

DURATION Rank Hours

RANGE Touch

WOVEN 0

EFFECT Makes invigorating ale



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

SPELL DESCRIPTION


To cast the spell, the elementalist needs enough water for as many people who will want to drink the ale. The elementalist may create a number of drinks equal to his spellcasting rank. The difficulty of making the ale is the caster's own spell defense, which cannot be lowered. On an average success, the caster may make any drink he has tasted in the past year. This drink has a pretty good kick and adds +1 to any toughness test for the duration of the spell. On a good success, the drink has an even better kick and gives +2 steps to toughness and +1 to the character's dexterity for movement only, giving the drinker a "lively step". On an excellent success, this bonus increases to +3 toughness step and +2 dexterity for movement. An extraordinary success makes a drink better than the caster has ever had, granting +4 to toughness step, +3 to dexterity for movement, and +3 steps to Willpower to resist the effects of any fear-related attacks. Drinking the ale requires a toughness test vs. 4, which if failed causes slight inebriation and slurred speech. Botching means the character probably passed out.

<http://reocities.com/timesquare/dungeon/3317/spells.html#prettygoodale>

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EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**
SPELL NAME **Room Temperature**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY


WEAVING **10**
THREADS **2**
WOVEN 

CASTING **2**
DURATION **Rank Weeks**
RANGE **Touch**



EFFECT
Willforce +5

SPELL DESCRIPTION


The elementalist stands in the center of the room to be affected and casts this spell. Whatever the current temperature of the room, this spell will maintain that for the duration of the spell. So in warmer months this spell is usually cast in the cool of the night, and in colder months during the hottest part of the day. This spell can only keep up with a temperature difference of willforce + 5 degrees Fahrenheit, so differences larger than that make the temperature in the room heat or cool slightly. This spell effect doesn't go through walls, so this spell has to be cast for each room that wants to be affected, usually only being cast in large common rooms or hot kitchens. Private rooms with this spell cast are sometimes found in the better quality inns for a corresponding price.

<http://uzrivoymasters.tripod.com/spells.html>
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EARTHDAWN SPELLCARDS


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EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**
SPELL NAME **Sand Storm**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY


WEAVING **10**
THREADS **1**
WOVEN 

CASTING **Target's Spell Defence**
DURATION **3+ Rank Rounds**
RANGE **100 Yards**



EFFECT
Willforce + 8

SPELL DESCRIPTION

An Elementalist must be in a desert settings or terrain that is primarily sand to cast Sand Blast. The Elementalist casts Sand Storm by twirling in place and lifting his/her arms to sky. The sand Storm will erupt from the desert filling a 10 yard sphere with whipping sands and high winds. The elementalist targets the sphere wherever he/she wants, within spell range. Compare the result of the Spellcasting Test to the Spell Defense of all characters caught within the sphere. If the magician's test result is equal to or higher than a character's Spell Defense, the character takes damage from the spell. Make an Effect Test for the damage from this spell. Physical armor protects. The elementalist makes a new Spellcasting Test every round to see who takes damage within the sphere.


Once the sphere is successfully cast, it remains stationary. Maintaining the effects of Sand Storm requires the Elementalist's concentration. In addition to the damage, the target is blinded for 3 rounds causing -5 steps to all actions requiring sight.

http://webspace.webring.com/people/oc/c_j_howell/havraqspells.html
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EARTHDAWN SPELLCARDS




DISCIPLINE **Elementalist**
SPELL NAME **Snow Ball**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY


WEAVING **8**
THREADS **1**
WOVEN 

CASTING **Spell Defense**
DURATION **1 Round**
RANGE **90 Yards**



EFFECT
Willforce + 5

SPELL DESCRIPTION

This spell creates a ball of snow the size of a football. Damage from this spell is stun only and cannot be resisted by any armor. Should the opponent be hit he has to resist knockdown against the spell's effect test. In case of an excellent success level or higher in the spellcasting test the snowball hit the opponents head, effectively blinding him or her (or it) for 2 rounds.


The material component for this spell is a small amount of snow or ice. (Casting a blizzard sphere spell will provide that)

http://earthdawn.dragonpaw.org/nexus/element_spells.html#SnowBall
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EARTHDAWN SPELLCARDS




DISCIPLINE **Elemental**
SPELL NAME **Steam Cloud**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY


WEAVING **8**
THREADS **2**
WOVEN 

CASTING **2**
DURATION **Rank +6 Rounds**
RANGE **60 Yards**



EFFECT
Willforce +5

SPELL DESCRIPTION

To cast this spell, the elementalist gathers a mouthful of water while weaving the necessary threads. Then, he spews the water into the air forming a fine mist. The elementalist immediately rolls a Spellcasting Test. If the Test is successful, the mist heats instant to scalding steam that completely fills a sphere with a 12 yard radius. The result of the Effect Dice is the damage that is inflicted upon characters caught in the steam, every round. The elementalist is immune to the heat of the spell, but not the moisture. Mystic armor protects against this spell.


As with any normal mist or fog, air currents such as breezes can dissipate the steam, effectively reducing it duration. This effect is left strictly up to the gamemaster.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/steamcloud.html>
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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY

SPELL NAME
Thorn Storm

WEAVING
15

CASTING **Target's Spell Defense**


THREADS
2

REATTUNING **25**

DURATION **1 Round**

RANGE **60 Yards**

EFFECT
Willforce +10




SPELL DESCRIPTION

This is a powerful combat spell, used to terrify opponents, rather to kill them. When the spell is cast, the targets suffer a heavy thorn shower, and the elementalists rolls for the effect dice. This is the total damage, the elementalists may decide the exact damage each target suffers. For example, if the two targets suffer a total of 34 damage, the elementalists may decide to halve the damage between them, or to inflict 30 points of damage on the first one and 4 points of damage on the second one.

<http://www.reocities.com/TimesSquare/Fortress/3519/spelloft.htm>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY

SPELL NAME
Weather Prediction

WEAVING
8

CASTING **6**


THREADS
2

REATTUNING **16**

DURATION **1 Round**

RANGE **Self**

EFFECT
Predict weather




SPELL DESCRIPTION

The caster has a 95% chance of predicting the time, type, severity, and duration of weather, give or take 20 minutes, within a 24-hour period.

<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

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DISCIPLINE **Elementalist**

SPELL CIRCLE **5**

ELEMENTAL AFFINITY

SPELL NAME
Air Wall

WEAVING
6

CASTING **8**


THREADS
1

REATTUNING **11**

DURATION **Rank Rounds**

RANGE **15 Yards**

EFFECT
Willforce




SPELL DESCRIPTION

The Air Wall spell creates a wall of dense churning air up to 10' x 10' x 3' through which no one may pass, unless the can make a strength roll with a target equal to the Willforce Talent Step of the caster. Any attacks made through the wall have a penalty to the attack and damage equal to the Casters Willforce Rank. The wall may not be placed at an angle. The caster may stack several walls on top of each other.

<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

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DISCIPLINE **Elementalist**

SPELL CIRCLE **5**

ELEMENTAL AFFINITY

SPELL NAME
Blazing Sphere of Inferno

WEAVING
12

CASTING **Target's Spell Defense**


THREADS
3

REATTUNING **20**

DURATION **Rank Hours**

RANGE **100 Yards**

EFFECT
Willforce +5



SPELL DESCRIPTION


The Blazing Sphere of Inferno creates a sphere, 10 yards in diameter, with a movement rate of 50/100 yards that can be moved anywhere within the spell range by the caster. To weave the threads of the spell, the elementalists cups his hands together as if holding something. He then creates a small spark within his hands which he begins to magnify, steadily moving his hands further away from each other while causing them to trace the surface of a sphere. The elementalists decides how large he wants to make the sphere, up to ten yards, and then points at an area as he casts the spell. The sphere is now under his control and will move wherever he directs it within the spell range while he is conscious and controlling it. Directing the sphere's takes all of the elementalists' control. The caster is unable to perform any other action while controlling the Blazing Sphere of Inferno until either the spell's duration expires, or the caster decides to end the spell. A spellcasting test is made each round against all characters caught in Blazing Sphere of Inferno, physical armor protecting against the damage.

I made this spell because Gairten loves fire and I always thought it would be cool if he could call upon his element and create mass quantities of fire. It also makes sense that the sphere should move since by nature, fire never stays in one place for long and you never know where it will go next. This movement can be a very powerful tool, and so it I have attempted to balance it. When compared to the Fourth Circle spell Blizzard Sphere, Blazing Sphere of Inferno has an extra thread, does less damage, and lasts only rank rounds instead of rank + 3. This balances out the ability to chase after your enemies and not leave your spell behind.

<http://reocities.com/timesquare/dungeon/3317/spells.html#blazingsphere>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL CIRCLE **5**

ELEMENTAL AFFINITY

SPELL NAME **Bramble Bridge**

THREADS

3

WEAVING

9

REATTUNING

16

WOVEN

3

WEAVING

9

THREADS

3

WEAVING

9

REATTUNING

16

WOVEN

3

WEAVING

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THREADS

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REATTUNING

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WOVEN

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WEAVING

9

EARTHDOWN SPELLCARDS



DISCIPLINE Elementalist

SPELL CIRCLE 5

ELEMENTAL AFFINITY

SPELL NAME Liquefy

WEAVING 12


THREADS 1

WOVEN 0

CASTING 2 x Target's Spell Defense

DURATION Rank Rounds

RANGE 10 Yards



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

EFFECT
Liquefies a Solid


SPELL DESCRIPTION

This spell allows an Elementalist to temporarily liquefy non-living objects such as a piece of metal, a patch of ice or a stone that stands in his way. When casting the spell the Elementalist glares at his target angrily. The Casting Difficulty for the spell is equal to twice the target's Spell Defense (usually 2, but may be higher for magical items). If successful the spell melts the item for a number of rounds equal to his rank in Spellcasting. After this period of time the item usually returns to a solid shape. The exception to this is in the case of items which are liquid at room temperature -- ice, mercury, and so on do not return to solid form after being liquefied using this spell, but may re-solidify given the right circumstances.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/liquefy.htm>

PAGE REFERENCE :

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DISCIPLINE Elemental

SPELL CIRCLE 5

ELEMENTAL AFFINITY

SPELL NAME Quintessential Transformation

WEAVING 9


THREADS 5

WOVEN 0

CASTING 6

DURATION Rank minutes

RANGE 10 Yards



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

EFFECT
Willforce +2


SPELL DESCRIPTION

This versatile and marvelous spell allows an elemental to transform the very nature of the elements. With it, one can liquefy solids, evaporate fire, solidify water, and so on. The air itself can be altered into transparent blocks or be made to flow along the ground like rain runoff. The Quintessential Transformation actually changes the physical properties of the target substance, but the substance retains its original weight, normal temperature (in the case of fire), and appearance. However, the density, solidity, and stability of the substance is greatly changed. The spell's magic will not affect living or organic targets, but can affect all other relatively natural substances, including crystal, ceramics, meal, reagents, and other chemical substances. Fire does not cause normal fire damage when handled, no matter the state, and requires no fuel. Note that fiery earth, water, or air are not possible, nor is gaseous fire.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/stemclod.html>

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DISCIPLINE Elementalist

SPELL CIRCLE 5

ELEMENTAL AFFINITY

SPELL NAME Resist Elements

WEAVING NA


THREADS 0

WOVEN 0

CASTING Target's Spell Defense

DURATION Rank +6 Minutes

RANGE Touch



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

EFFECT
+3 Armor against Elemental damage


SPELL DESCRIPTION

The Elementalist conjures forth representations of the elements on all five fingers of her hand. She touches the target, and all five elements seem to merge into the subject, and then there is a brief metallic glint hinting at Orichalcum. The target has +3 armor vs. elemental attacks, including cold and wooden or stone weapons.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=549>

PAGE REFERENCE :

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DISCIPLINE Elementalist

SPELL CIRCLE 5

ELEMENTAL AFFINITY

SPELL NAME Vortex

WEAVING 11


THREADS 2

WOVEN 0

CASTING Target's Spell Defense

DURATION 1 Round

RANGE 100 Yards



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

EFFECT
Willforce +3


SPELL DESCRIPTION

With this spell, the caster may summon a vortex of air which will pick up all characters in a 10 foot radius and hurtle them into the sky. The targets are thrown and number of yards vertically equal to the effect test and suffer falling damage (ED 207) the next round as they come back to the ground. If there is a ceiling with a height less than the effect test, the targets suffer a number of damage points equal to the effect test of the spell minus physical armor and then suffer falling damage. During the round in which this spell is cast, the targets may take no action if their initiative is lower than the spellcaster's since they are being thrown turbulently in to the air. Targets are also unable to perform most actions as they are falling to the ground, as determined by the GM. This spell has an effective strength step equal to the effect step of the spell and so can lift many thousands of pounds in most cases. Target's must make a successful dexterity or strength test to hold onto hand-held possessions such as shields and weapons during this spell. Targets are automatically assumed knocked down for the duration of the spell.

<http://reocities.com/timesquare/dungeon/3317/spells.html#vortex>


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DISCIPLINE Elemental
SPELL NAME Acid Rain

SPELL CIRCLE 6

ELEMENTAL AFFINITY 

WEAVING 12
THREADS 4
REATTUNING 17

CASTING 5
DURATION Rank Rounds
RANGE 40 Yards

 FEAR EFFECT
 ILLUSION
SENSING DISBELIEF

EFFECT
Willforce +2

SPELL DESCRIPTION

The Acid Rain spell will cause a sheet of corrosive acid to fall from the sky (actually, it will appear 10 feet over the target spot). All creatures or objects underneath will be subject to its effects. The acid will corrode wood, metal, cloth, and flesh. The elementalists makes a Spellcasting Test against the Casting Difficulty of 5. If successful, the caster makes an Effect Test for the initial inundation caused by the spell. This total becomes the damage that will be suffered each round by any organic matter. Armor loses one point off their Armor Rating per round. If it loses all of its Armor Rating, it disintegrates and falls to the ground. Weapons lose one step from its damage step per round of exposure. When the damage step is below half of its original, the weapon is to badly pitted and score to be repaired.


Note: All subsequent damage can be avoided if victims immerse themselves in water, to wash off the acid.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/acidrain.html>
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EARTHDOWN SPELLCARDS





DISCIPLINE Elementalist
SPELL NAME Air Source

SPELL CIRCLE 6

ELEMENTAL AFFINITY 

WEAVING 12
THREADS 2
REATTUNING 20

CASTING 8
DURATION Rank Hours
RANGE Touch

 FEAR EFFECT
 ILLUSION
SENSING DISBELIEF

EFFECT
Willforce +5

SPELL DESCRIPTION


A crude version of this spell was first developed by miners, but during the preparations for the Scourge was much improved upon for use in the poorer kaers. The elementalists makes a rope hoop one meter in diameter and holds it open with his hands. During the spellcasting the elementalists opens a tiny tap into the plane of air. Fresh air from the tap blows from one side of the rope hoop and stale air is sucked into the other side, keeping it open. This will provide breathable air for up to willforce + 5 people for the duration of the spell. The elementalists can spend one point of blood magic to increase the duration to a year and day, or can spend five points of permanent blood magic to make the effect permanent. When casting the permanent versions a hoop of strong metal enchanted with True Air is usually used to increase the effect. Small kaers would need two of these hoops to provide enough air for the inhabitants to last through the Scourge.

<http://uzrivoymasters.tripod.com/spells.html>
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EARTHDOWN SPELLCARDS





DISCIPLINE Elementalist
SPELL NAME Air Spears

SPELL CIRCLE 6

ELEMENTAL AFFINITY 

WEAVING NA
THREADS 0
REATTUNING 25

CASTING Target's Spell Defence
DURATION Instant
RANGE 360 Yards

 FEAR EFFECT
 ILLUSION
SENSING DISBELIEF

EFFECT
Willforce +10

SPELL DESCRIPTION


The elementalists turns his face toward the target and blows softly through his lips. A wind blows gently from the elementalists's position move rapidly toward the target. The wind separates into multiple heads each about the size of a small crossbow bolt and solidifies just before it hits the target. The force of the blow often knocks the target off it's feet and if a knockdown test is generated from the result of the damage test, it is increased by the spellcasting rank of the caster. Please note to notice the passing of the breeze characters need to make a Perception test against a 4 increasing by two for every fifty yards they are away from the target. Characters are only able to make a test if they are with in the path of the spears. Physical armor protects against this spell. Design Notes: Originally Air Spears was a fifth circle damaging spell created by one of my characters, using the rules found in the Manual of Mystic Secrets. With some lucky roles we were able to get a no thread spell. When I took over the campaign, I had an idea for an elementalists assassin and modified the spell to help. I needed something with almost no somatic components. I decided to increase the circle and range and decrease the overall damage. The Original Stats for the spell were: Range: 125 Yards, Damage: Will +12, Elementalists needs to flap wings or arms and then point toward target while emitting a shrill whistle.

<http://www.angelfire.com/sk/bootsandstuff/esix.html>
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EARTHDOWN SPELLCARDS





DISCIPLINE Elementalist
SPELL NAME Animal Control

SPELL CIRCLE 7

ELEMENTAL AFFINITY 

WEAVING 7
THREADS 1
REATTUNING 11

CASTING Target's Spell Defense
DURATION Rank Rounds
RANGE 60 Yards

 FEAR EFFECT
 ILLUSION
SENSING DISBELIEF

EFFECT
Control Animal

SPELL DESCRIPTION


The Animal Control spell allows the caster to dictate the actions of any one creature for the duration of the spell, the creature will follow the caster's commands to the best of its ability. It will not do anything that would directly threaten its own life (i.e. Walk through fire, jump of a cliff, sit under a falling rock.), but it will attack an opponent. Commanding the creature takes up the caster's action for the round. Once the spell has worn off, the animal will become confused, and will most likely run off.

<http://www.reocities.com/TimesSquare/Castle/1373/newspells.html>
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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **6**
ELEMENTAL AFFINITY

SPELL NAME **Animal Telepathy**

WEAVING

8

THREADS

2

REATTUNING

14

CASTING

Target's Spell Defense

DURATION

Rank Minutes

RANGE

120 Yards

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

WOVEN

0

0

0

0

0

EFFECT

Communicate with animal

SPELL DESCRIPTION


The Animal Telepathy spell works only upon non-sentient animals (not monsters). It allows the caster to communicate with the target animal, allowing simple questions to be asked. The answers to these questions will be very basic. The caster may for instance, ask "What do you see?", and the animal seeing a party happening may answer "Big folk, moving., making noise".

<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **6**
ELEMENTAL AFFINITY

SPELL NAME **Cocoon**

WEAVING

14

THREADS

2

REATTUNING

21

CASTING

Target's Spell Defence

DURATION

Rank Rounds

RANGE

Self

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

WOVEN

0

0

0

0

0

EFFECT

Willforce + 6

SPELL DESCRIPTION


An Elementalist wraps himself in a cocoon of thorns, which all face outward. Movement is reduced to 3 yards per round while in the cocoon. The effect test result becomes physical armor for the Elementalist for the duration of the spell. Additionally, the cocoon cannot be defeated (attacker cannot achieve an armor-defeating attack). Anyone struck by the Elementalist in unarmed combat suffer str+6 steps of damage.

http://webspaces.webring.com/people/oc/c_j_howell/

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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **6**
ELEMENTAL AFFINITY

SPELL NAME **Find Element**

WEAVING

11

THREADS

4

REATTUNING

19

CASTING

4

DURATION

1 Round

RANGE

1000 Yards

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

WOVEN

0

0

0

0

0

EFFECT

Give direction and approx. distance to element.

SPELL DESCRIPTION


This spell tells the caster the exact direction, and approximate distance to the nearest significant source of the form of element desired. Some possible forms of element are listed below.
This spell cannot find a true element.
Element Forms
Wood Trees, Flowers, Grass (No specific Types)
Earth Granite, Gold, Silver, etc.
Air Oxygen, Hydrogen, etc.(Must know types)
Water Ice, Fresh water, Salt water, etc.
Fire Flames, Lava, etc.

<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **6**
ELEMENTAL AFFINITY

SPELL NAME **Plant Restore**

WEAVING

8

THREADS

2

REATTUNING

16

CASTING

2 or Target's Spell Defense

DURATION

Permanent

RANGE

Touch

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

WOVEN

0

0

0

0

0

EFFECT

Willforce

SPELL DESCRIPTION


Plant Restore allows the Elementalist to heal any damage that a plant has taken. The Elementalist rolls the Willforce dice and that is how much damage the plant heals. This spell will not resurrect plants, nor will it heal damage caused by fire.

<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>

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EARTHDOWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY

SPELL NAME
Speed Growth



WEAVING
8

CASTING **2 or Target's Spell Defense**



THREADS
3

REATTUNING **18**

DURATION **Permanent**

RANGE **Touch**

EFFECT
Willforce

 FEAR EFFECT
  ILLUSION


Willforce

SPELL DESCRIPTION
 This spell increases the growth rate of one specific plant by a factor of (Characters Willforce Rank). If for example an Elementalist with a Willforce rank of seven were to cast the spell on a fast growing plant which took about twenty-five days to grow, then the plant would now take about eight or nine days. Once the plant has reached its full state of growth, the spell will no longer affect it. Meaning that if you were to cast this spell on a carrot, then it would not rot at a faster rate.

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<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>

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EARTHDOWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY

SPELL NAME
Strength of Stone



WEAVING
8

CASTING **2 x Target's Spell Defense**



THREADS
4

REATTUNING **14**

DURATION **Rank Minutes**

RANGE **Touch**

EFFECT
+6 to Targets Strength Step

 FEAR EFFECT
  ILLUSION


+6 to Targets Strength Step

SPELL DESCRIPTION
 This spell increases the target characters strength step by 6. The Elementalist creates a cold broth using various edible plants, and powdered granite. The target must then drink the broth.

PAGE REFERENCE :
<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>

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EARTHDOWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY

SPELL NAME
Water Decoy



WEAVING
7

CASTING **10**



THREADS
2

REATTUNING **15**

DURATION **Rank in Rounds**

RANGE **Self**

EFFECT
Creates a clone from water

 FEAR EFFECT
  ILLUSION


Creates a clone from water

SPELL DESCRIPTION
 each success also creates an additional clone...
 this spell creates exact clones of one self that acts on the will of the caster, it's a spell of deception, but it has a mass, the clone last for as long as their duration last and has a death rating of 1, meaning they go splash if they are hit, and they can only do simple actions like running and taunting (no speech), it has the same speed stats as the caster, to see through the spell a perception test against 10 is needed, if one succeed to see through it you see that it has watery texture (it copies colors and such, and isn't transparent, earth is used to bind the clone together, but just small amounts of it) -that it has no signature on astral space, just contours...
 to cast this spell only a small amount of water (like a puddle) is needed, when one cast it one blow breath into the water and imagines the picture of ones self, when the spell is cast no concentration is needed, but the clones acts on the whims of the caster
 note : i dunno really what the circle and difficulty for such a spell really should be, it doesnt really do more than draw attention and/or make enemies confused (sometimes that could be enough thou) also the difficulty to see through it could also be the rank or the willforce step...
 this spell may also come with 2 blood magic options :
 - first is giving the clone a attack rating, making it a little treat as well, use the casters spellcasting (against phy def) for attacks and will + 3 for damage
 - second is making the destroyed water decoys explode in a 10y sphere radius damaging everything thats nearby, will + 6 damage, when destroyed it transform into needles of blood that goes in all directions
 only one effect can be chosen per clone and each costs 1 blood magic damage (this makes for more of a tactic with the spell as well)

PAGE REFERENCE :
<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=665>

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EARTHDOWN SPELLCARDS




DISCIPLINE **Elementalist**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY

SPELL NAME
Wind Slide



WEAVING
NA

CASTING **20 - target's willpower step**



THREADS
0

REATTUNING **17**

DURATION **Rank in Minutes**

RANGE **200 Yards**

EFFECT
Control Target's fall

 FEAR EFFECT
  ILLUSION


Control Target's fall

SPELL DESCRIPTION
 The Wind Slide spell allows a spellcaster to control the fall of a target in a fashion similar to the Wind Catcher talent of the Sky Raiders. Make a spellcasting test using a difficulty number of 20 - the target's willpower step. This represents the help the target can offer in giving a feel for the winds. If the spellcasting is successful the spellcaster has an actual control over the trajectory of descent for then next 2 rounds if he so desires. Doing so requires his full attention for those 2 rounds. Then the spell brings the target to the closest, horizontal solid spot. The possible movement range while falling is the same as the one offered by the Wind Catcher talent. If the spellcaster wishes to control the spell for a longer period he can do so by taking a point of strain for each additional round after the second round. If the target is already in free fall, add 1 to the difficulty number for every round of free fall after the first.

PAGE REFERENCE :
<http://eric.campeau.com/edpages/en/spells/windslide.html>

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EARTHDAWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **7**
ELEMENTAL AFFINITY

SPELL NAME **Geyser**

WEAVING

16

REATTUNING 27

THREADS

3

WOVEN

CASTING

Target's Spell Defence

DURATION

1 Round

RANGE

60 Yards

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

Willforce + 10

SPELL DESCRIPTION


This spell causes a pressurized release of hot gas and water to erupt from the earth. The spell's explosion radius is 4 yards, therefore all targets within four yards of the primary target will get caught in the effects. Physical armor protects against the damage. The earth is permanently altered by the eruption, leaving a 3 foot deep and 6 foot wide (diameter) hole in the ground. Most Elementalist shun this spell for its destructive nature.

http://webpace.webring.com/people/oc/c_j_howell/keenanspells.html

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EARTHDAWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **7**
ELEMENTAL AFFINITY

SPELL NAME **Heal**

WEAVING

8

REATTUNING 15

THREADS

4

WOVEN

CASTING

Target's Spell Defence

DURATION

Permanent

RANGE

Touch

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

Willforce

SPELL DESCRIPTION


The heal spell will heal a number of damage points equal to the result of the caster's Willforce test, and one wound. The caster places his hand on the Target's wounds and closes his eyes.

<http://www.reocities.com/TimesSquare/Castle/1373/newspells.html>

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EARTHDAWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **7**
ELEMENTAL AFFINITY

SPELL NAME **Sinking Sands**

WEAVING

14

REATTUNING 25

THREADS

1

WOVEN

CASTING

Target's Spell Defence

DURATION

Rank Rounds

RANGE

60 Yards

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

Willforce

SPELL DESCRIPTION


An Elementalist must be in a desert settings or terrain that is primarily sand to cast Sinking Sand. This nasty spell creates a continuously flowing sand "funnel" directly beneath the target, sucking him/her into the depths of the desert and filling the spot with sand. If the spell casting test is successful, the magician rolls the effect dice. The result becomes the strength of force of the sinking sand. A character can roll dexterity or strength, whichever is higher, against the result of the effect test. Failure results in the target being sucked into the sinking sand. It takes 1 round completely bury a winding sized Namegiver, 2 rounds for a dwarf sized Namegiver, 3 rounds for a human/elf/ork/tskrang sized Namegiver, and 4 rounds for a troll/obsidian sized Namegiver. During each of these rounds a target may make a strength test, however, the target number increases by 3 each round that the sand piles on top of the target. If the target is completely buried, then he/she/it is subject to suffocation rules found in the Earthdawn Survival Guide. An Elementalist must concentrate each round the Sinking Sands spell is continued, however, no test is required to maintain

http://webpace.webring.com/people/oc/c_j_howell/havraqspells.html

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EARTHDAWN SPELLCARDS



DISCIPLINE **Elementalist**
SPELL CIRCLE **7**
ELEMENTAL AFFINITY

SPELL NAME **Thorn Cage**

WEAVING

11

REATTUNING 19

THREADS

1

WOVEN

CASTING

Target's Spell Defence

DURATION

10+ Rank Rounds

RANGE

Self

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

Willforce + 6

SPELL DESCRIPTION


Designed in the likeness of Stone Cage (form a 10x10x10 stone cage around a target), Thorn Cage instead compresses to fit the target's body shape with the thorns pointed inward. The target cannot exceed the 10 foot rule as per Stone Cage. Trapped target's cannot perform any physical actions, else he/she/it suffers step 6 damage (no armor applies). The effect result is the dispel difficulty number (willpower default). The Thorn Cage has a death rating of 35 and armor rating of 5. No armor-defeating attacks are possible against a Thorn Cage.

http://webpace.webring.com/people/oc/c_j_howell/

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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL NAME **Ironskin**

SPELL CIRCLE **8**

ELEMENTAL AFFINITY


WEAVING **11**


THREADS **4**


WOVEN **16**


CASTING **Target's Spell Defense**


DURATION **Rank in Minutes**

RANGE **Touch**

 FEAR EFFECT

 ILLUSION

 SENSING

 DISBELIEF

Willforce


SPELL DESCRIPTION

Ironskin melds the target's physical body with a form of elemental metal, strengthening it considerably. If the spellcasting test is successful, the caster rolls the effect dice. The result of the effect dice becomes the target's natural armor rating. In addition, the caster's Willforce rank is added to the target's wound threshold. The target reflects the effects of the spell in his physical appearance, which takes on a dark, metallic look. Also, the target's weight effectively doubles and he loses all buoyancy (as the spell in no way bolsters the target's respiratory processes, casting this on an ally while afloat could be a remarkably bad idea).

<http://www.fortunecity.com/rivendell/rhydin/91/sarabren.htm>
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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL NAME **Water Spout**

SPELL CIRCLE **9**

ELEMENTAL AFFINITY


WEAVING **18**


THREADS **3**


WOVEN **25**


CASTING **4 / Target's Spell Defence**


DURATION **6+ Rank Minutes**

RANGE **60 Yards**

 FEAR EFFECT

 ILLUSION

 SENSING

 DISBELIEF

Willforce + 11


SPELL DESCRIPTION

The Elementalist makes whirling motions with his fingers. The Water Spout spins from the elementalist hands as the spell is cast, which requires a result of 4 to be successful. The next round and each round thereafter, the elementalist may move the Water Spout to strike any and all characters within a radius of 15 feet. The elementalist makes a spellcasting test as the attack test and compares the result against the Spell Defense of each of his targets. The elementalist makes one spellcasting test, but each target is attacked separately. The elementalist rolls the Effect dice for damage taken by characters hit by the Water Spout spell. The spell requires the elementalist to concentrate or else it will dissipate.

<http://www.angelfire.com/games2/Earthdown/Spells.html>
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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL NAME **Water's Embrace**

SPELL CIRCLE **9**

ELEMENTAL AFFINITY


WEAVING **15**


THREADS **3**


WOVEN **22**


CASTING **2**


DURATION **Rank in Minutes**

RANGE **Self**

 FEAR EFFECT

 ILLUSION

 SENSING

 DISBELIEF

See Below


SPELL DESCRIPTION

This spell allows the Elementalist to fully embrace the element of Water, expressing her love for it. While this spell is affecting the Elementalist, all sources of water will be drawn towards her. Rain will bend to hit her, waves will lap and splash higher. Water thrown, or Water spells cast, around the Elementalist will strike her instead of their intended targets. Rather than being troubled, hurt, or even drowned by all of this additional water, however, the Elementalist is immune to any damage from Water-based spells and attacks while under the influence of this spell. Further, the Elementalist is able to breathe water freely and comfortably. The Elementalist is not hindered while trying to move in water and is able to see and hear perfectly well in it. Being immersed in water while this spell is on actually feels refreshing and rejuvenating.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=550>
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EARTHDOWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL NAME **Air Passage**

SPELL CIRCLE **11**

ELEMENTAL AFFINITY


WEAVING **13**


THREADS **5**


WOVEN **23**


CASTING **11**


DURATION **1 Round**

RANGE **1000 Miles**

 FEAR EFFECT

 ILLUSION

 SENSING

 DISBELIEF

Willforce +8


SPELL DESCRIPTION

Air Passage is a unique method of travel, similar to the White Heat Way Elementalist spell of the 7th Circle. The spell uses the air to anchor an entry point to the Plane of Air. The Elementalist must be able to connect two such points (1 entry and 1 exit) to travel quickly between them. The spell needs preparation, and takes a long time to cast. The Elementalist weaves the Threads while he 'attaches' a chain woven of True Air and Orichalcum to the very air in front of him or her (each Thread takes 10 minutes to weave). The chain of Air and Orichalcum anchors itself to the air and shifts to the Plane of Air after a successful Spellcasting Test. The caster is able to sense the gates he creates at all times. These gates are somewhat limited. The caster can only create one at a time. The Elementalist can travel between them and he can bring a number of companions equal to his Rank in Spellcasting. The journey is short, lasting no more than an instant, but is a slightly unpleasant and disorienting experience. The travellers feel like they are being pushed through a bubble of air. The air is so pure that remaining on the Plane of Air for more than a few rounds puts the travellers in danger (refers to the dangers of travelling the Plane of Air). Naturally, the caster is immune to the effects of the Plane of Air while this spell is in effect. If the spell is dispelled in the same round as somebody is travelling through the tunnel, they are lost in the Plane of Air.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=561>
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EARTHDAWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL CIRCLE **11**

ELEMENTAL AFFINITY

SPELL NAME **Elemental Hell**

WEAVING **22**


THREADS **6**

WOVEN

CASTING **10**

DURATION **Rank Rounds**

RANGE **100 Yards**



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

EFFECT
Willforce+5

SPELL DESCRIPTION


The Theran Elementalist Ula Marrin created elemental hell. It was her sole foray into the field of spell creation, and it took nearly her entire life to gather the understanding of the elements needed to create this powerful spell. The result, however, is incredibly powerful. Elemental hell must be cast out-of-doors, making it useless in kaers and other places where one elemental spirit is clearly dominant. When casting the spell the Elementalist must be touching at least three elements, including air. It takes one round to cast, during which time the five major elements -- earth, air, fire, water, and wood -- begin to swirl around the Elementalist. Typically the spell appears in the form of a swirling vortex of burning chips of wood and pieces of ice and dirt causing 1 wound in the first round after the spell's appearance in addition to the Effect Step in damage each turn for the duration of the spell. If Mystic Armor negates all damage in the first round, but not in the second round, the subjects of the spell take a wound in the second round. This automatic wound only happens if the victim takes damage from the spell. Mystic Armor reduces damage but physical armor has no effect. This spell affects an area equal to 10 square feet, anywhere within 100 yards of the caster. Once the spell is cast the Elementalist has no control over it.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/elemental-hell.htm>

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EARTHDAWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL CIRCLE **12**

ELEMENTAL AFFINITY

SPELL NAME **Tornado of the Thorns**

WEAVING **14**


THREADS **3**

WOVEN

CASTING **Target's Spell Defence**

DURATION **Rank Rounds**

RANGE **100 Yards**



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

EFFECT
Willforce + 17


SPELL DESCRIPTION

This devastating spell requires a caster to be outdoors and at a minimum fair winds in the sky. The caster whirls in place, as if wrapping the winds around him/herself. The Tornado of Thorns erupts from the caster covering an area 15 yards wide (diameter). Compare the Spellcasting result to every spell defense in the spell's range. All characters effected suffer the effect step in damage. The Tornado of Thorns can be moved from turn to turn, as long as it remains within 100 yards of the caster. Every round the caster (as long as he/she concentrates to maintain it) rolls a new Spellcasting test.

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EARTHDAWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL CIRCLE **13**

ELEMENTAL AFFINITY

SPELL NAME **Element Encircle**

WEAVING **15**


THREADS **4**

WOVEN

CASTING **Target's Spell Defense**

DURATION **Rank in Rounds**

RANGE **150 Yards**



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

EFFECT
Willpower

SPELL DESCRIPTION


The Element Encircle spell encircles up to 10y diameter area in one of the five elements. The circle can be a total sphere, or a half sphere depending upon the target location. Or, it can be just a circle on the ground. The casting difficulty for Element Encircle is 2. Anyone caught inside the sphere can break through Ice, Water, Air without any problems so these elements are not used that often. Wood Sphere PD/9 Ar:4 Mys:3 Death rating of sphere -- 30 Earth sphere: PD/11 Ar:6. Death Rating -- 40. Anyone touching the fire sphere will take damage equal to the effect test. If anyone, or anything is in the path that the sphere would take according to the casters wishes while the spell casting is being done, the spell is disrupted before the sphere is created. The Fire and Air spheres have no weight to them and can be cast up to the Range and the sphere will stay at the target area. Wood or Water or Water spheres will drop to the ground and take falling damage possibly breaking them, (and anything caught inside). An Elementalist who tries to cast this spell to encircle a moving object must roll a half-magic perception roll against the Physical Defense of the moving target, or the highest PD of a group of targets. If he misses this roll, the spell is cast, but the moving target will not be encircled.

<http://www.oocities.org/gr8marduk/spells.html>

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EARTHDAWN SPELLCARDS



DISCIPLINE **Elementalist**

SPELL CIRCLE **14**

ELEMENTAL AFFINITY

SPELL NAME **Volcano**

WEAVING **22**


THREADS **4**

WOVEN

CASTING **NA**

DURATION **4 + Rank in Hours**

RANGE **1 Mile**



FEAR EFFECT ☐

ILLUSION ☐

SENSING ☐

DISBELIEF ☐

EFFECT
See below


SPELL DESCRIPTION

Volcano is a ritual spell, to weave each thread takes one hour. Thus casting the whole spell will take up to 4 hours. Volcano requires the Elementalist to see the crater of an active Volcano, he or she has to either stand on the rim or hover above the opening via magical (spell, flying carpet, etc.) or "mundane" means (airship). During the first stage, the Calming (Thread) the volcano will stop to show any signs of activity, it will neither form smoke nor show any minor eruptions. During the second stage the Volcano will form a plug to build up pressure, this is called the 'Jah' jah Riin' the buildup phase. The third stage, known as "Groundshaker", tremors and small earthquakes will take place, first in the immediate vicinity of the volcano, then covering an area of 5 miles in radius and increasing in force. In the fourth phase known as the "Ulgoom" (Dark Skies) phase the volcano's plug will begin to show cracks and the volcano will hurt huge columns of smoke and dust up 10 miles in the sky and 10 miles in the direction of the air currents. The final phase is the actual eruption which will happen regardless if the magician casting the spell is still alive or not, hence no spell casting test is needed (the pressure is there and needs to be released). A "normal" eruption will create a killing field approximately 3 miles in radius, which destroys everything (houses, livestock, characters, cities and so on) and will cause severe damage up to a range of 8 miles, small (up to one foot in diameter) stones can be hurled up to 13 miles in any direction and ash will come down in an area of 20 miles in each direction and 50 miles in the direction of the air currents, making the air difficult to breath at best.

http://earthdawn.dragonpaw.org/nexus/element_spells.html#Volcano

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DISCIPLINE

Elementalist

SPELL CIRCLE

15

ELEMENTAL AFFINITY



SPELL NAME

Call Forth the Wild Hunt

WEAVING

29

CASTING

21

DURATION

See Below

RANGE

NA

THREADS

3-22


REATTUNING

NA


EFFECT

Conjures the Spirits of the Wild Hunt


WOVEN




FEAR EFFECT




ILLUSION



SENSING



DISBELIEF



SPELL DESCRIPTION

An incredibly rare, powerful spell, Call Forth the Wild Hunt allows Elementalist to conjure a number of Fire Elementals to hunt down a target. At its most powerful the Wild Hunt conjures ten Strength 1 spirits, five Strength 3 spirits, two Strength 5 spirits, two Strength 8 spirits, and a single Strength 10 spirit. The Force 1 Elemental can be found on page 66 of Magic: A Manual of Mystic Secrets, and the rules for necessary modifications for stronger spirits can also be found there. The Spirits of the Wild Hunt do not have the Aid Summoner power. Instead they have the Find power. In addition the Huntsmen (see below) have access to all Elementalist spells dealing with the element of fire between Circles 1 and 10 (see below).

To begin calling upon the power of the Wild Hunt the Elementalist must decide how much of the Wild Hunt he wishes to call forth. The minimum number of spirits he may call forth is two Strength 1 spirits, and requires the weaving of three threads. For each two spirits beyond the first two, to a maximum of ten Strength 1 spirits, an additional thread must be woven. All Strength 1 spirits conjured appear as fiery hounds with a terrifying howl. Strength 3, 5 and 8 spirits each demand an additional thread be woven to the spell's Pattern. Strength 3 spirits appear as fiery horses, and a maximum of five can be called with the spell. Strength 5 and Strength 8 spirits appear as Huntsmen, a maximum of two for each Strength level. Each can cast Elementalist spells based in fire with a Circle equal to their Strength rating.

The final member of the Wild Hunt is the Lead Huntsman, who takes an additional two threads woven to the spell to conjure forth, and may only be conjured if all other members of the Wild Hunt have been summoned. In addition to having access to all Elementalist fire spells of Circles 1 through 10, the Lead Huntsman carries a horn with unique properties and has access to the following adept abilities: Charge, Elemental Hold (Fire Elementals only), Elemental Tongues (Fire Elementals only), Evidence Analysis, Frighten, Second Attack, Second Weapon, Spot Armor Flaw, Steely Stare, Sure Mount, Temperature (increase heat only), Tracking, and Wheeling Defense. The Lead Huntsman appears with a monstrous, burning mare that breathes fire. Each thread takes a full hour to weave and the size of the hunt summoned must be determined at the beginning of the ritual.

The hunt is called upon to seek out that which the caster wishes to find and is often used to attack a powerful enemy. Legends claim that the hunt has appeared without being summoned by a Namegiver, but such legends are always several generations removed from the truth.

Banishing or otherwise defeating the Lead Huntsman, if conjured, banishes the entire Wild Hunt. If the Lead Huntsman was not conjured, or cannot be defeated, the only way to defeat the Hunt is to defeat each spirit individually. The spirits of the Wild Hunt gain strength in the same way that normal Elementals do. The Wild Hunt remains active for a maximum of 24 hours after the final thread is woven and the spell is cast.

<http://historiophilosophy.freehostia.com/earthdown/grimoire/call-forth-the-wild-hunt.htm>

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